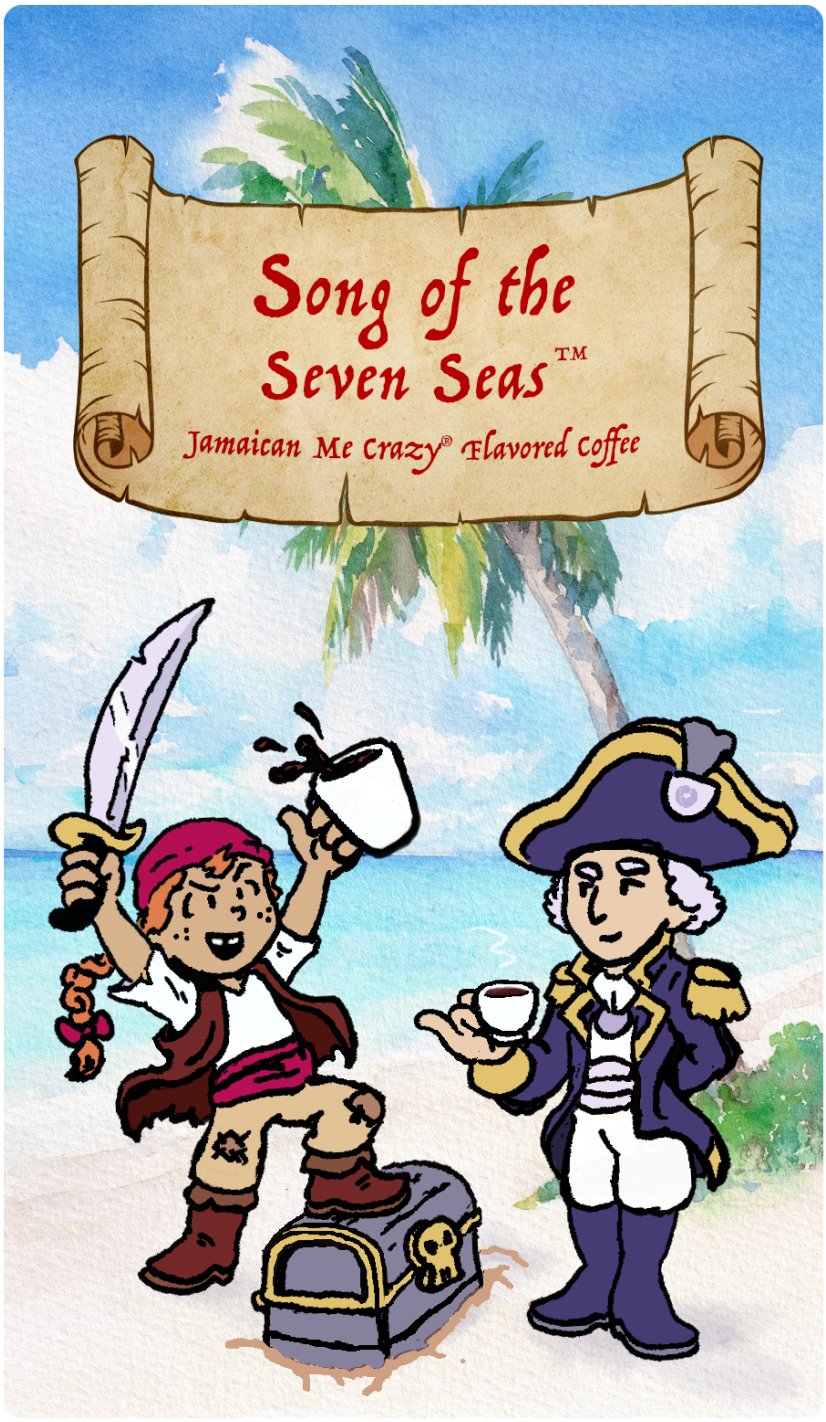

Song of the Seven Seas: Peril on The Kaldi

An Adventure Scenario

By Josh Duncan and Nolyn Ruge

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What is an Adventure Scenario?

An adventure scenario is a general outline, describing the plot, setting, and characters for a self-contained adventure for a tabletop roleplaying game.

Only the person acting as the group's referee or game master (hereafter, the "GM") should read the adventure scenario, to preserve the element of surprise for the players. To avoid spoilers, if you wish to experience this adventure as a player, give this scenario to a friend who is interested in taking on the role of GM, and ask them to consider running this adventure at your game table.

If you are planning on taking on the role of referee or GM for this adventure, consider this your official spoiler warning, and read on!

Notes for the GM

This adventure is divided into three separate acts. Sections marked as ***Narration*** may be read aloud to establish the setting and scene for the players. Each act includes guidelines for the GM to prepare combats and other challenges for the players.

If you are acting as the GM, think of this adventure outline as a source of inspiration. These are suggestions, not hard rules. Feel free to reimagine characters and encounters to suit your taste.

The outline shows likely events which may occur as the adventure unfolds, but players may surprise the GM with their choices or actions. For example, this adventure scenario assumes players are most likely to crash land their ship on the Lost Isles of Ahroma. But if players manage to rescue their ship, they may wish to skip the island adventure entirely. The ability to improvise is an excellent skill for a GM, but don't be afraid to communicate to your players if you feel unprepared to referee a game where they have departed from the areas and encounters you prepared in advance.

The adventure scenario itself is system agnostic, meaning you can use it to take inspiration for a role-playing game, using the game system or rule book you prefer. The bonus materials (such as stat blocks, items, and equipment) are compatible with 5th Edition rules, or the revised 2024 update to the core rules. "Difficulty Class" or "DC" refers to the number required on a roll to determine if a player or non-player character (hereafter "NPC") can perform a difficult action. The higher the number, the more difficult the feat. If you wish to translate these specific elements into another TTRPG game system, basic familiarity with the core rules would be helpful, but not required. All references to ability checks, skill checks, and difficulty class rolls should be updated to reflect the rules of your preferred system.

The game design assumes a party of 4 player characters, beginning at Level 1. If you wish to run this adventure scenario with higher level players, or run this adventure using another rules system, the GM should adjust encounters accordingly, and play test encounters to ensure they are challenging but fair.

Notes on important NPCs, such as their motivations and personalities, are included in the "Important NPCs" section, along wish suggestions for stat blocks to use for them in combat. If you adjust an NPC, such as changing their name or appearance, you may wish to add a note in pencil to the Narration sections when an important NPC is mentioned, so as to remain consistent.

Act I: The Battle in the Skies

Narration

You feel the wooden deck of the great airship swaying beneath you. You are aboard Her Majesty's Ship, *The Kaldi*, a flying ship of the line in Queen Catherine II's Royal Fleet. The narrow bow of the vessel cuts through the shimmering clouds, colored crimson by the last remnants of the setting sun across the horizon. In her hull, *The H.M.S. Kaldi* bears a rich cargo of treasure: coffee beans. Since the discovery of coffee, this exotic drink has become the chief import of the Royal Isles of Norojar, and both enemy nations and pirates alike seek to seize control of this thriving new industry. You notice an enticing aroma, and see a group of merchant marine sailors have gathered around a steaming coffee pot. Lord Admiral Wilson has generously brewed a carafe of the prized drink to share with the crew.

You and your party have been tasked with defending this cargo until it reaches the Royal Port of Norojar, and you're about to earn your keep. With a trembling roll of thunder, four small air-cutters emerge from behind a towering cumulonimbus, tearing through the clouds towards you.

Above their masts, they wave a flag: a red skull smoking a tobacco pipe, with two hatchets in place of crossbones: the Jolly Rodger of the infamous pirate Captain Jean l'Hache. But above the Jolly Rodger waves an even more fearsome flag: a golden gryphon, its claws and beak stained red with blood: the naval standard of the Empire of the Sunderlands. In horror, you realize these pirates have sold their swords to serve as privateers under the Emperor of the Sunderlands, El Terreur du Sud. Imperial pirates have found you!

As the first air cutter overtakes your ship, you spot a group of roughly-dressed pirate gunners manning cannons. Behind them stands a group of Imperial Sharpshooters, in immaculate blue-black uniforms, fixing bayonets to their rifles. One of the soldiers of the Imperial Armada wears the golden pauldrons, purple cloak, and feathered plume of a Colonel. Manning the wheel of the first ship is Captain Jean l'Hache herself, roaring orders to her pirate crew. As her pony tail billows behind her, it seems to glow with a ghostly red flame. Behind you, you hear Lord Admiral Wilson roar an order from the wheelhouse. "All hands on deck! Prepare–"

Then a bullet rips through Lord Admiral Wilson's shoulder. He stiffens, and as a red splotch stains his Naval uniform, he barks a final order. "Prepare for battle!"

End of Narration

General Notes:

If your players are a level 1 party, it is highly recommended to give them a magic item, **The Dead Man's Earring** as part of their starting equipment, to help them survive a crash landing. This can be explained in-universe as the Royal Navy having a policy to provide this magical tool to any sailors and private citizens in their employ.

While we imagine this adventure taking place in a world of flying airships to create a heightened sense of magic and fantasy, this campaign can easily be edited to work in other settings, such as a real-world adventure inspired by historical pirates, or a space opera sci-fi fantasy. We drew general inspiration aesthetics for the world from the naval campaigns of the Napoleonic wars. If you wish to reimagine the basic setting, you may wish to adjust references to the ships in the narration to make it consistent with your vision.

This battle should represent a challenging, potentially deadly encounter against a level 1 party, but players should be able to survive with a combination of skill, quick-thinking, and a little luck. It is possible, but unlikely, for the players to defeat all enemies in this encounter. See the "Stat Blocks" section for information on important NPCs and inspiration on how to roleplay them. Feel free to reimagine any NPCs to suit your taste. References to characters and items with stat blocks and descriptions are indicated in **bold** lettering.

If you prefer a more flexible gaming experience, you may rely on "the theater of the mind" to handle naval combat. Alternatively, if you prefer to build a more realistic naval battle encounter, assume the pirate aircutters are relatively small ships, about the size of a sloop. In contrast, *The H.M.S. Kaldi* is a sturdy naval vessel, like a galleon or frigate. The homebrew resource *Common Sense Ships and Airships* by Dan Allen is an excellent resource for building a detailed naval battle between airships.[1] The pirate ships should have 2 cannons each, while *The H.M.S. Kaldi* should have a total of 4 cannons.

If you prefer a more simplified encounter with less prep time, we have provided adjusted stat blocks based on the standard **Airship** stat block. The **Airship (Large)** stat block represents *The H.M.S. Kaldi,* and the adjusted **Airship (Small)** stat block represents the enemy-controlled ships. Both **Cannons** and **Airships** are considered equipment, and are organized under the "Items and Equipment" section.

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[1] Allen, Dan. *Common Sense Ships and Airships.* 2025. *GM Binder.* <https://www.gmbinder.com/share/-My0l0zufM1KiSZ9fnKn>

Our recommended troop compositions are significantly smaller than what might be considered realistic for naval combat, but are balanced to produce a more fair, tightly-paced combat encounter. With a little imagination, vivid narration can help create the illusion of a grand naval battle, even with a smaller number of NPCs. For the sake of simplicity, all ordinary crewmen, regardless of whether they are described as pirates or navy sailors, may be represented by the same **Sailor** stat block in battle. You may also wish to simplify combat by having battles between friendly and enemy NPCs resolved with a simple roll, rather than a full round of combat for each troop who is "off camera" from the main action.

If any airship is reduced to 0 HP, it immediately begins to sink. If the players are aboard a sinking ship, they will be forced to either abandon their crippled airship, or attempt a crash landing, ending act I.

Our recommendations are balanced for a party of 4 player characters at level 1. At your option, you may instead have all pirate characters represented by the **Pirate** stat block to create a significantly more difficult encounter for a higher level party (or for more experienced players seeking a deadly challenge). The difficulty can also be increased by using either the **Pirate Captain** stat block, or the homebrewed **Pirate Bosun** stat block to represent **Captain Jean l'Hache**. See the challenge ratings of these stat blocks for reference, and try play testing to create a fair challenge for your group of players.

Troop Composition:

The crew of *The H.M.S. Kaldi*, acting as allies to the players:
Lord Admiral Wilson
8 **Sailors** (or 2x the number of players) of the Royal Navy, acting as regular combatants
4 **Cannons**, each manned by a group of 3 additional **Sailors** acting as gunners (12 gunners in total)

The name of Captain Jean l'Hache's personal airship is *La Hachoir Noir* (*The Black Cutter*), represented by the **Small Airship** stat block. This pirate crew is represented by the following:

- **Captain Jean l'Hache**, represented by a **Pirate** stat block
- 8 (or 2x the number of players) ordinary pirates, represented by the **Sailor** stat block, who fight hand to hand as part of the boarding party
- 2 **Cannons**, each manned by a group of 3x pirate **Sailors** who remain aboard their sloop to act as gunners (6x gunners in total)

The enemy Imperial soldiers remain aboard *La Hachoir Noir*, awaiting their chance to strike:

- **Colonel Auguste-Renoir de Villaine**
- 6 **Imperial Sharpshooters**

The narration references a total of 4 enemy ships. To avoid making this initial encounter unfairly difficult, assume the other enemy ships are under orders to keep their distance, and hold their fire until they see that their Captain has either succeeded or failed in her bold attempt to board. If you wish to add them to the battle as reinforcements, each enemy airship would include:

- 1 officer acting as the captain, represented by either a **Pirate** or an **Imperial Sharpshooter** stat block, depending upon their loyalty
- 6 enemy **Sailors**, who are prepared to fight hand-to-hand
- 2 **Cannons**, each manned by a group of 3 pirate **Sailors** acting as gunners (6x gunners in total)

The Enemy Strategy:

As hinted by the narration, the enemies are divided into two groups: Pirates, and Imperial Sharpshooters. Imperial soldiers are fanatically loyal to the Empire, and only obey their ranking officer. **Colonel Auguste-Renoir de Villaine** represents the ranking officers for the Imperial Sharpshooters.

Captain Jean l'Hache plans to personally lead the pirate boarding party, and her crew are fiercely devoted to her. Neither the pirates nor imperial soldiers feel a strong sense of loyalty to one another, and the pirates have been strong-armed into serving the Imperial Armada as mercenary privateers. The Imperial troops are more than willing to treat the pirates as their cannon fodder. Clever players may attempt to exploit this division.

The enemy forces plan to use an initial broadside to shock the crew of *The Kaldi.* (A "broadside" refers to a naval tactic of sailing alongside an enemy ship and opening fire with all available cannons.) Captain Jean l'Hache hopes to quickly capture or kill Lord Admiral Wilson, forcing the Royal Navy to surrender quickly. A shot across the bow, targeting a random player or friendly NPC, is an excellent tactic to establish an immediate sense of danger, and fits with the pirates' scheme to intimidate the players and their allies into a quick surrender. Enemy sharpshooters attempt to snipe the players and their allies, choosing targets at will, unless directed by their commanding officer to focus on an important target.

See the stat block for **Cannons** for specific rules on how gunner-teams operate their cannons in battle. Enemy gunners concentrate their cannon fire upon *The Kaldi's* port and starboard side. Gunners are trained to obey their commanding officer's orders, though you may roll a Charisma check to see if they remain loyal under stressful circumstances. Clever players (and clever enemies) might target gunners to slow cannon fire. Also, gunners may abandon their cannons and fight hand-to-hand to defend

themselves. If a gunner is killed in battle, you may roll to determine if any nearby sailors are skilled enough to help operate a cannon (DC 10 Intelligence check).

The remaining ships await to see the results of Captain Jean's boarding attempt. If they see she is killed, they will launch further broadsides at *The Kaldi*. If they believe it necessary, the Imperials may order a broadside while their pirate allies are still in harm's way. The average damage done by a broadside should be sufficient to cripple the party's ship in 2-3 rounds. If *The Kaldi* can survive 4 rounds of combat, and either a player or friendly NPC continues to man the wheel for 4 full rounds of combat, *The Kaldi* should be able to outrun the enemy ships in that time.

Handling a ship's wheel properly without prior sailing experience should require a DC 14 (Intelligence) check. You can grant advantage to the roll if they have help from any character with such experience, or lower this check to a simple DC 8 roll if a player character reasonably has experience as a sailor or navigator. Operating the ship's wheel or whipstaff requires a DC 12 (Strength) skill check.

Either way, this initial combat should be resolved relatively quickly. In the event of a total defeat for the party, if you do not wish to allow a total party kill immediately, consider that the enemy forces may wish to keep their enemies alive as captives for the purposes of questioning, allowing for later opportunities for escape.

Resolving the Battle:

The hidden "puzzle" behind this encounter is for players to realize the importance of keeping someone manning the wheel of their ship, and to notice and exploit the divided loyalties of their enemies.

Players may surprise you with how they choose to handle a situation. This is part of the fun of the game, so allow things to play out in a way that you believe is natural.

If a player attempts to persuade an enemy to switch sides in the heat of battle, they would likely need either a compelling argument, or to be highly charming. For example, we suggest a DC 18 persuasion or intimidation check to persuade any pirate to switch sides and attack their Imperial allies.

If Captain Jean is persuaded to switch sides, her pirates follow her lead, but the Imperial sharpshooters will either fight to the death or retreat. If Captain Jean sees that she has been betrayed by the Imperial soldiers at any point, she will prioritize taking revenge on the Imperial soldiers over any other targets. Enemy NPCs will be significantly more open to the offer of a truce if and when they are double-crossed.

Consider how the enemy tactics may change as the situation evolves. If Lord Admiral Wilson is killed or is knocked unconscious, who is steering the airship? Will the Imperial soldiers turn on the pirates and fire another broadside on their supposed allies, if they fear *The Kaldi* may escape?

In the event of a double-cross, you can determine whether the crews of the other ships are primarily loyal to either the pirates or the Imperial Armada. A simple coin-toss should suffice, or you can roleplay their reactions as you see fit.

The pirates will quickly surrender or flee if they believe the battle is turning against them, especially if their officers are incapacitated. Imperial sharpshooters will fight to the death rather than surrender, and are prepared to turn on their own pirate mercenaries at a moment's notice. If Colonel Auguste-Renoir de Villaine believes the battle is lost, he will attempt to seize control of a ship and retreat with his sharpshooters, with the intent to return later to hunt down the players and *The Kaldi's* precious cargo.

The most likely outcome is that the enemies will successfully cripple *The Kaldi*, forcing it to make a dramatic crash landing on the Lost Isles of Ahroma. Assume that any ship that is forced to make a crash landing should land within swimming distance of the nearest island. If players manage to escape with an intact ship, allow them to have agency in how they proceed, but the obvious next locale of interest is the mysterious isles, where the remainder of this one shot takes place.

If the players are aboard any ship which is forced to crash land, they must all roll a dexterity saving throw (DC 12) the moment the airship makes impact. On a failed saving throw, all players take 2d6 bludgeoning damage. On a successful saving throw, they take half that damage.

At the GMs option, grant advantage to this saving throw, or ignore it entirely if players enact a reasonable plan to either land the ship safely, or at least survive the crash. If Lord Admiral Wilson survives the first encounter and remains conscious, his presence on board grants a serious boost in morale to the crew. You can represent this by granting advantage to all saving throws involving an attempt to safely pilot and land the airship.

For any airship that was crippled and forced to crash land, roll 2d10 to determine the number of surviving NPCs.

Sample table to determine surviving NPCs:

- 01: No NPCs survive

- 2-30: 25% of NPCs survive
- 31-60: 50% of NPCs survive
- 61-99: 90% of NPCs survive
- 100: All NPCs survive

There is no need to perform this roll if an airship is not forced to make a crash landing.

If players attempt to persuade any enemies to form a temporary truce, enemies might be more willing to listen, especially if they fear being stranded on a desert island. In the event that the Imperial troops or the pirates double-crossed each other, their former alliance will be permanently broken.

Act I ends when the players are either forced to land a crippled airship, or successfully survive the first combat encounter and escape pursuit.

Act II: The Lost Isles of Ahroma

Narration

A long, thin strip of sandy beach stretches before you. You are standing on a peninsula, which connects to a larger land mass, less than a mile off. You can make out stony cliffs and green foliage. Behind you, the wind ripples through the torn remains of the sails of *The Kaldi.*

End of Narration

General Notes

For the sake of simplicity, this scenario assumes the players begin at the northernmost point of the map. You may allow the players to crash land anywhere you want on the islands, or they may elect to land and dock their airship somewhere else. In that case, make a note of where their ship has landed, and where you think surviving enemy ships might have likely crashed or landed.

Act II is much more open-ended and exploration-focused than Act I. At the GM's option, a group of surviving pirates or Imperial soldiers may attempt to hunt down the players. The first location of interest is *The Kaldi* itself, which contains rations, cannons, and a variety of clues hidden in Lord Admiral Wilson's private cabin. Whether or not it crash landed, *The Kaldi* still requires a few days' worth of man hours before it can safely be used to escape the island. A simple d20 roll can determine how many days are required to make the ship airworthy again. If the players prevented a crash landing, you can reduce the number of days significantly. Simple repairs to torn sails might take a day or two, while the smashed remains of a dead airship might require months of work just to salvage enough debris to construct a simple flying lifeboat.

If you have to improvise the likelihood of something occurring by random chance, using 2d10 is a useful method to flexibly determine the probability on a scale from 1% to 99%. Alternatively, you can use a d20, with lower numbers representing something bad happening to the players, and higher numbers representing something good happening to the players.

For example, if the players attempt to use S.O.S. smoke signals to attract a rescuer, they're more likely to attract attention from pirates or an enemy Imperial Armada ship, than from a friendly ship.

Here's a sample table of results for an S.O.S. attempt, using a d20 to determine the results:

- 1: They attract attention from an Imperial airship, piloted by a crew of 20 hostile sailors loyal to the Sunderland Imperial Navy, along with any surviving Imperials from the first encounter.
- 2-8: They attract attention from the surviving Imperials.
- 8-10: They attract no attention.
- 11-17: They attract attention from one of Captain Jean l'Hache's aircutters. The pirates on board are seeking revenge on the Imperial navy, and are neither friendly nor hostile toward the players. They might be persuaded to rescue the players with promises of gold, a credible promise of clemency for their past piracy and an opportunity to become privateers for Norojar, or may be persuaded to help the players if they befriended or allied with Captain Jean l'Hache.
- 18-19: They attract attention from a private merchant airship from Norojar, and a crew of 10 friendly sailors.
- 20: They attract the attention of a Norojar naval airship. Crewed by 20 friendly sailors.

Lord Admiral Wilson's Private Quarters Aboard the Kaldi

Lord Admiral Wilson is aware of rumors of the Lost Isles of Ahroma, and has been ordered to seek them out. If he survived the first encounter, he will likely be able to guess that the mysterious isles are indeed the Lost Isles of Ahroma. He will share this information based on how trustworthy he finds the player characters. Think about the actions the players took in the initial battle. Did they fight bravely, as they were hired to do? Did they go out of their way to assist their allies after the battle, or did they only look after their own interests?

If Lord Admiral Wilson is killed at any point, the players might still be able to learn what he knew by searching his office aboard *The Kaldi*. In the event of a crash landing, roll to determine whether any of Wilson's journals and maps survived.

Left in the open on top of Lord Admiral Wilson's desk, he has left a translated copy of a note confiscated from an Imperial smuggler. The note suggests that the last crew that visited the Lost Isles of Ahroma vanished under mysterious circumstances. Admiral Wilson is aware that the captain of that crew went mad, and burned his rutter (a nautical handbook used for navigation) rather than risk being sent back to the Lost Isles.

If the players ask to examine the smuggler's note more closely, they discover the following:

Narration

"Escaped the Royals. Navigation tools were damaged beyond repair, and storms make charting a course by astrolabe near impossible.

...

Rations low. Mutterings of mutiny among the crew.

...

Our lookout spotted land. Weighed anchor and found fruit and drinkable water in the centre of the larger island. Strangest of all, discovered coffee plants. Will restock and chart a course for the Sunderlands once the crew is rested. The Emperor will pay handsomely for intact specimens.

...

Attacked in the dead of night. Things moving like two great, shadowy bats. Some of the survivors say they heard a hissing sound, and felt hot, burning steam in the air. Other half of the crew suffering from frostbite. We fled to the ship and never looked back."

End of Narration

Lord Admiral Wilson also owned two **Coffee Brewing Kits**, one kept on his person, a second stored in his private quarters. If either kit survived the crash, players may use this item to brew coffee. If they did not survive the crash, passing both a DC 12 Intelligence check and a DC 12 Dexterity check will allow the players to repair a damaged coffee brewing kit. Players also might be able to assemble pieces of two broken kits to create a single, functional kit, without the need for a roll.

If *The Kaldi* was previously reduced to 0 hit points, it would likely be difficult to find anything useful aboard the remains of the ship. Use a DC 15 (Survival or Investigation) check to determine if the players find anything useful after a few hours of searching (in-universe).

Lord Admiral Wilson also kept an iron safe hidden in his cabin, containing his most valuable records. The safe is sturdy and could easily survive both the battle and a crash landing. If desired, roll to see if any of the contents of the safe survived.

The contents of the safe include Lord Admiral Wilson's journal, containing all his records of his sea voyages and his **Navigator's Tools**. Wilson's journal reveals rumors of the Lost Isles of Ahroma, and includes the burnt remains of a stolen **Map**, copied from a Sunderland Imperial Captain's rutters in secret.

The damaged map also includes a coded message, written in blood red ink in the foreign language of the Sunderland Empire. The letters have been disguised to look like decorative ornamentation around

the border of the damaged map. If players succeed on a DC 10 Investigation check, they may discover secret letters hidden in the decorative border.

Any Important NPC, or any Imperial soldier, could be persuaded or intimidated into translating this message. A player might reasonably be able to decipher this message depending on their character's in-universe background and education.

If players search Lord Admiral Wilson's library for books of interest, they may find a dictionary that will allow them to translate the Sunderland language themselves without a skill check. Otherwise, it requires a DC 15 Intelligence check to translate the following message:

Narration

"Stand on the handle of the cup, and look to the west. Beware Robusta and Arabica, for they thirst without rest."

End of Narration

Players who are exploration-minded may enjoy trying to explore and map the island themselves. If you have players who are eager to attempt to map the island, consider letting them find only a small piece of the damaged map, which gives them a rough idea of how to navigate the island. All maps are provided in the "Maps" section.

Apart from the journal, a copy of Lord Admiral Wilson's orders may be found in his safe. The orders read as follows:

Narration

By Royal Command of Queen Catherine II of Norojar, Lord Admiral Wilson is hereby ordered to take command of Her Majesty's Ship, *The Kaldi*. You must navigate past Sunderland to retrieve living specimens of coffee plants, and escort them safely back to the Royal Isles. If engaged by the Imperial Armada, or pirates, you are ordered to flee from battle if possible. If flight is not possible, you are ordered to vanquish all foes, or die trying. Surrender is not an option. If forced to engage, you are ordered, if possible, to capture and interrogate enemies for any information concerning the nature and location of the Lost Isles of Ahroma.

End of Narration

Exploring the Mysterious Isles

The second location of interest is the mysterious isles themselves (secretly the Lost Isles of Ahroma). The isles consist of two island masses, one large and verdant, shaped vaguely like a cup and saucer, the other a long peninsula, like a small and wispy trail of steam. The default landing point for *The Kaldi* is the northernmost tip of the smaller isle. The forest of the largest island may be a habitat for hostile wildlife.

During daylight, survival checks are not necessary to determine simple navigation such as north, south, east, and west. The island is small enough that there is no risk of becoming permanently lost in the verdant area.

Strangely, the Isles are thickly populated by wild coffee plants. If brewed, these plants can be roasted and ground to create a magic healing drink: **Song of the Seven Seas™ Coffee**. An examination of the coffee plants will easily reveal that they are not wild, but are being deliberately cultivated and irrigated. (In fact, these plants are being tended by the **Young Adult Coffee Dragons**, who secretly inhabit this island)

Survival checks (DC 10) are required to navigate and collect food and water on the island. A successful nature check (DC 15), will reveal that both arabica and robusta coffee beans grow on this island. If any NPCs survived the first encounter, they may be aware that this mix of plantlife is highly unusual, and possibly hints of a magic origin for the island's coffee plants.

Abandoned Pirate Settlement

A second clue can be discovered on the southernmost point of the island: the remains of an abandoned pirate settlement, which was destroyed under mysterious circumstances. The thatched reed roofs of the wooden huts have collapsed, but the structures themselves remain intact. A cursory examination easily reveals that some of the structures have been lightly scorched, as if by a small fire. There are a few scattered coffee beans on the ground, but there are no other signs of life nor loot. A successful DC 12 Intelligence (Investigation or Nature) check will reveal a strange detail. Some of the wooden stakes of the huts seem to have indeed been lightly scorched, but not by wildfire. The burns resemble the marks left by fire hardening. However, other structures are brittle, as if they were suddenly withered by harsh winter winds.

On a successful DC 14 Wisdom (Perception) check, players will spot a drawing which has been scrawled in charcoal on the walls of one of the structures. It contains a crude drawing of what looks like

a coffee cup with a billow of steam. To the right of the cup, there are what look like two horned skulls. The words “stay away, stay away, stay away,” are scrawled over and over beneath the skulls.

The Secret Cave

If the players navigate to the easternmost “cup handle” and look west, they will easily be able to spot an open cave in the cliffs on the mainland.

If players become stumped, think of clues that might lead them towards points of interest. Do any friendly NPCs have experience in cartography and sea navigation? Do enemies land on the island, and stumble across the hidden cave themselves? Does anyone spot a gigantic creature slinking around at night, with what looks like great leathery wings on its back?

The cave is home to two important NPCs: Arabica and Robusta, who are both **Young Adult Coffee Dragons**. These dragons are intelligent, and would prefer to keep their lair hidden if possible, and drive off intruders if necessary. If the players attempt to either attack or speak to Robusta or Arabica above ground, the coffee dragons will immediately retreat to their lair in the hidden cave, where they feel most safe.

All clues should point players to the easternmost part of the main island, on the “handle” of the cup, where they will be able to see a cave entrance hidden in the cliffside above the beach. If players wish to explore the cave, move on to Act III, which represents the climax of the adventure.

Act III: The Lair of the Coffee Dragons

General Notes:

At the GMs option, the **Young Adult Coffee Dragons**, Robusta and Arabica, may be played as a more deadly threat or as more comedic. Perhaps they are whimsical, good-natured creatures, who only wish to harvest their coffee in peace. Or they could be more neutral, willing to use violence to protect their territory against the players, but open to persuasion or intimidation if the players want to avoid violence. Choose the kind of scenario you think your players would find most engaging.

If engaged in battle, the coffee dragons are meant to be well beyond the capabilities of a level 1 party to defeat in straight combat. The coffee dragons are also not eager to engage in a fight to the death. If the dragons are hostile, signals of danger might include the skeletal remains of pirates or Imperial soldiers who ran afoul of the dragons. Even if the dragons are not evil in their nature, they might be perfectly willing to launch a lethal attack on trespassers. Or perhaps they are charmingly eccentric, reclusive coffee enthusiasts. Take Old Ben Gunn of *Treasure Island* as a source of inspiration.

If the players attacked or revealed themselves to either of the coffee dragons above ground, that means that both coffee dragons will be alert and ready for trouble in their lair. If the players previously attacked the dragons, they will be more quick to resort to violence in a second encounter.

In any case, the coffee dragons have a secret. They are in fact not dragons at all, but rather sentient elemental spirits, composed of hot and iced coffee. These elementals learned to take the shape of dragons as a defense mechanism, after learning that human smugglers and pirates feared the sight of dragons. Like real dragons, they keep a hoard of coffee beans, of which they are fiercely protective. These coffee "dragons" need access to coffee beans for their survival. Attempting to starve the dragons out, or threatening their coffee beans, might force the dragons to accept a truce, if they were previously hostile. Or the dragons might consider a delicious cup of Song of the Seven Seas™ coffee to be an acceptable peace offering.

Exploring the Hidden Cave

A map of the lair of the coffee dragons is provided in the Maps section. Keen-eyed players may note that the narrow entrance should be much too small for a dragon to use, foreshadowing the hidden nature of the dragons as living elementals made of coffee. Read the following narration when players first enter the lair:

Narration

The narrow entrance of the cave is dark, and steam billows from the mouth, like a sauna. But the smell is surprisingly intoxicating. The stones on the floor have been carefully arranged. They are all polished and glistening, as if every nook and cranny has been scrubbed clean. Ahead, you can make out the shape of a round door of polished iron bars.

End of Narration

As the players progress further, they should discover signs of life, and notice ornate carvings, hinting that the cave is an ancient home of intelligent coffee dragons. If the players examine these works of art, they are likely to get valuable insight into the nature of the inhabitants. The walls might be full of carved notes on proper coffee roasting and brewing techniques, or engraved pictures portraying a happy family of coffee dragons in a child-like art style. At the GM's option, you may include two **Coffee Dragon Hatchlings**, Liberica and Excelsa, as optional NPCs. Adding them increases the challenge rating of a combat encounter, but adds possible ways for roleplay-oriented players to either peacefully persuade the coffee dragons not to attack. In a battle against evil or overly aggressive dragons, players may attempt to threaten the hatchling to force the adults to surrender. However, any truce made under duress is likely to be dangerously temporary!

Encountering Arabica and Robusta

If the players sneak up on Arabica and Robusta (DC 12 group stealth check), they can overhear them having a heated conversation about coffee preparation:

Narration

As you approach the light ahead, you can make out two echoing, sonorous voices, in the midst of a heated debate.

You hear a smooth, silky voice rumbling. "No, no! Hot coffee is the best! Finely ground. Then served black, with no sugar nor cream."

A second voice answers, more roughly. "Bah! And I say cold brewed coffee is superior. Coarsely ground, served over shaved ice, with coconut milk and vanilla!"

You might be able to sneak closer and overhear more. What will you do?

End of Narration

Want some inspiration to help you roleplay Arabica and Robusta's furious argument? Arabica, the first voice, is a female Hot Coffee Dragon, and prefers hot coffee brewed from finely ground arabica coffee beans, served black. She prefers single-origin arabica coffee beans, roasted in small batches, by her own claws. Robusta, the second voice, is a male Iced Coffee Dragon, and prefers cold brewed coffee, using coarsely ground robusta coffee beans, and served as a frosted frappe. He also enjoys flavored coffees.

Their argument centers around their wildly different preferences for coffee. Perhaps Arabica has heard rumors of how inferior coffee brewers will attempt to use flavoring to mask their cheaper coffees. Fortunately, **Song of the Seven Seas™ Coffee** is always made with specialty-grade, first-crop coffee beans, ethically sourced from small family farms.

While the dragons represent an overwhelming, deadly encounter if engaged in a life or death battle, should the players take note of the dragons' love of coffee, new solutions might present themselves, such as brewing a pot of coffee as a "peace offering" to win over the dragons.

After all, Arabica and Robusta simply can't resist the entrancing aroma of a freshly brewed cup of small-batch roasted coffee. The players might be able to use this weakness to their advantage to persuade the dragons to end hostilities, or at least distract the dragons long enough to escape from a deadly battle.

Resolving the Encounter

Players are considered victorious if they either defeat or make peace with the coffee dragons. Defeating both Coffee Dragons in direct battle is nearly impossible for a level 1 party to accomplish. Creative solutions may be threatening the dragon's coffee harvest to negotiate a peace, attempting to seal up the entrance to their lair, or simply avoiding conflict with the dragons entirely.

Options to escape the island include repairing the smashed remains of *The Kaldi*, commandeering a pirate vessel, forming an alliance with any surviving enemy NPCs, or successfully signaling a passing naval or merchant vessel and negotiating terms for passage.

This is the end of our proposed adventure scenario, but it doesn't have to be the end of your players' journey. From this point on, the campaign can go anywhere you can imagine!

The remainder of this adventure scenario collects useful resources for the GM, including maps, stat blocks for monsters and NPCs, and descriptions and rules for items.

Important NPCs

This section describes the names, personalities, and motivations of important characters. Each section includes recommendations for stat blocks to represent them in battle. Most NPCs can be assigned a different stat block to make them a more suitable challenge for a higher level party. If using monsters that are significantly higher than the level of the player characters, consider granting players options to solve problems outside of direct combat.

Arabica

A female **Coffee Dragon (Young Adult)**, with dark umber scales. She prefers to drink hot coffee, served black, with no sugar. She has taken the primary responsibility for roasting the coffee beans for her family, meaning she prefers to stay close to her lair. For combat, see the stat block for **Coffee Dragon (Young Adult)**. Arabica prefers to err on the side of caution, but is more ferocious and hot-tempered if provoked.

Captain Jean l'Hache

A formerly independent pirate captain, now a mercenary privateer who has formed a tenuous alliance with the Imperial Armada of Sunderland. As an orphan, she was pressganged into a life of piracy. Nicknamed "Jean of the Flaming Hair," legend says that her pony tail burns with ghostly fire as she charges into battle. In fact, she merely uses a slow-burning fuse soaked in saltpeter for a hairbraid, in a bid to intimidate her foes. She has a rakish sense of humor, a peculiar sense of honor, and holds a deadly grudge against any who double-cross her. At the GM's option, she may be played as a more ruthless enemy to the players, or a more romantic, honorable pirate archetype. In either case, her hostility to the Imperial faction can be exploited by shrewd players.

Note on balancing for combat: For a party of 4 level 1 players, we suggest using the standard **Pirate** stat block to represent this character in battle. For higher level campaigns, you can instead use the standard **Pirate Captain** stat block, but note that this represents a significant spike in difficulty. We have therefore created a homebrewed stat block called **Pirate Bosun** to reflect an intermediary difficulty (suitable for parties at approximately level 2 to level 4).

Colonel Auguste-Renoir du Villaine

An imposing figure of a man, wearing the midnight purple half-plate armor and golden pauldrons of an Imperial Colonel. He was personally commissioned as an officer by the Emperor of the Sunderlands, and is fanatically loyal to the Imperial Armada. Colonel du Villaine shows little patience

with the pirate mercenaries who have sold their services to the Emperor's cause, and will show no mercy to his enemies. Cold, calculating, and cunning, he is unlikely to want to ally with the players, but he also may be persuaded to form a temporary truce, if only out of desperation.

Note on balancing for combat: Our recommended stat block, for this character, the **Imperial Officer**, intentionally represents an overwhelming, deadly challenge for level 1 players. The soldiers under his command are represented by the **Imperial Sharpshooter** stat block. To adjust the challenge rating, we recommend using the **Imperial Officer** stat block as a basis, and scaling the difficulty up or down according to the strength and experience of your players.

Excelsa
A newborn **Coffee Dragon (Hatchling)** with rich, dark, red-black scales. Her frosty breath has a distinctly tart, fruity aroma. She finds humans and humanoid creatures to be simply adorable.

Liberica
A newborn **Coffee Dragon (Hatchling)** with light, nut brown scales. Her hot steam breath has a distinctly woody, smoky aroma. She likes to play cat and mouse with her prey, but hasn't fully developed her killer hunting instincts yet.

Lord Admiral Wilson
Lord Admiral Wilson, Duke of Woodridge, is a nobleman in command of Her Majesty's Royal Naval Fleet. His loyalty lies with the Queen and his home in the Royal Isles of Norojar. The ranking officer aboard the H.M.S. *Kaldi*, and a seasoned Naval fighter. We recommend using the **Sea Captain** stat block from *The Seas of Vodari*.[2]

His presence on board a ship that is seemingly carrying a simple shipment of coffee may arouse suspicion. He personally hired the adventurers to provide protection to the precious cargo, and knows a critical, national secret. *The Kaldi* not only carries a shipment of coffee beans, but also a hidden cache of coffee plants, tended by botanists from the Royal Academy. If the secret of planting and curating coffee beans can be discovered, the Isles of Norojar will gain a significant advantage over their enemies in Sunderland to gain control of the international coffee trade. His education has taught him to read the native language of Sunderland. In his private quarters, he keeps a copy of his orders, maps, and a sealed iron safe. The safe contains a secret **Map**, which was confiscated from an Imperial smuggler. If

[2] *The Seas of Vodari Copyright 2020,* Tribality (Innovaworks Inc.) and Shawn Ellsworth. <https://www.5esrd.com/gamemastering/monsters-foes/npc/sea-captain/ >

he trusts the players, he will be willing to share this information with them. He is an avid coffee enthusiast, and owns two **Coffee Brewing Kits**.

Queen Catherine II of Norojar

At the GM's option, you may opt to include Queen Catherine as a secret important NPC aboard *The Kaldi*. Doing so may add an additional sense of importance and danger. Otherwise, Queen Catherine may simply be identified as the patron of this expedition. A hot-headed but competent monarch. Her archetype is a Machiavellian political ruler. She wants to gain control over the coffee trade as an economic weapon against the Empire of Sunderland. She has a commanding personality, but will respect the players if they demonstrate competence in defending her ship and her life against her enemies. If she is included in the campaign, she might be in disguise as Lord Admiral Wilson's spirited niece, "Kitty." Allowing the players the opportunity to discover her true identity can add an additional mystery angle to this one-shot.

Robusta

A male **Coffee Dragon (Young Adult)**, with creamy, lightly tan scales. He prefers to drink iced, cold-brewed coffee, mixed with crushed ice, cream, and sugar. He had dubbed this invention "The Frozen Coffee" and is insanely proud of his innovation, which he believes will become all the rage one day. He has taken the primary responsibility for tending and harvesting the coffee beans for his family. If he suspects trespassers have found the island, he makes nightly excursions to check on the safety of the plants. For combat, see the stat block for **Coffee Dragon (Young Adult)**. Robusta is more impulsive, but would prefer to intimidate potential enemies with hit and run tactics rather than engage them directly. He is cool-headed, and will try to talk his way out of trouble if he feels cornered or threatened.

The First Emperor of the Sunderlands, El Terreur du'Sud

The big, bad, evil guy. A self-proclaimed Emperor, this nameless warlord took advantage of political anarchy in the Sunderlands (or La Terres du'Sunder) to seize power, and now hopes to gain a monopolistic control of the coffee trade. He lost a key naval battle against Lord Admiral Wilson for control of the Northern Current, the great trade winds that pass alongside the southern border of the Royal Isles (this northwesterly current is therefore a key route to the eastern skies). While the Emperor is unlikely to appear in person in a simple skirmish, his pride and self-confidence might also lead him to join the battle, especially if he knows his hated foe, Lord Admiral Wilson, is aboard. If he appears in battle, El Terreur du'Sud is merciless, with no regard for the lives of his own soldiers, nor his pirate mercenaries (let alone his enemies).

Stat Blocks

Note: Most of the standard stat blocks you need are published online as free resources. This section includes only stat blocks that have been homebrewed, or adapted from alternate sources. Footnotes will provide citations on sources, and any options to access the original stat blocks if available.

Enemy characters are commonly referred to as "monsters" for the purposes of combat, regardless of their appearance. Alignments are general recommendations only. Feel free to play characters in a way that feels natural and appropriate.

All stat blocks and rules mechanics in this section are designated as Open Game Content.

Coffee Dragon (Hatchling)
Small Ooze, Lawful Neutral
Armor Class: 15
Hit Points: 55 (10d8+10)
Initiative: +2
Speed: 30 ft., Climb 30 ft.
Abilities:

	Score	Mod	Save
STR:	10	+0	+0
DEX:	12	+1	+3
CON:	12	+1	+3
INT:	10	+0	+0
WIS:	10	+0	+2
CHA:	10	+0	+2

Skills: Persuasion +4, Deception +4
Senses: Blindsight 30 ft., Darkvision 120 ft., Passive Perception 13
Damage Resistances: Acid, Fire*, Cold**
Languages: Common, Draconic
*Hot Coffee Dragon only
**Iced Coffee Dragon only

Traits:
Amorphous. This creature can move through any space as narrow as 1 inch wide.
Highly Situational False Appearance. While this creature remains motionless in a small cup or mug, it is indistinguishable from coffee.
Delicious Aroma. Creature gives off the distinct, enticing aroma of a perfect cup of coffee.

Actions
Bite. Melee Weapon Attack: +3 to hit, 5 ft. reach, one target. Hit: 6 (1d10+1) bludgeoning damage plus 3 (1d4) acid damage.

Steam Breath (Recharge 5-6).* The Hot Coffee Dragon exhales a jet of steam in a 15-foot cone. Each creature in that area must make a DC 10 Dexterity Saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a successful one. Being underwater doesn't grant resistance against this damage. *Hot Coffee Dragon only

Frosty Breath (Recharge 5-6).** The Iced Coffee Dragon exhales a blast of cold air in a 15-foot cone. Each creature in that area must make a DC 10 Constitution Saving throw, taking 18 (4d8) cold damage on a failed save, or half as much on a successful one. A creature knocked unconscious or killed by this spell becomes a frozen statue until it thaws. **Iced Coffee Dragon only

CR 2: (XP 450; PB +3)

Coffee Dragon (Young Adult)

Large Ooze, Lawful Neutral

[Note: Coffee Dragons come in different flavors. Hot Coffee Dragons and Iced Coffee Dragons use the same stat block, but have different breath weapons and resistances. These are noted with asterisks.]

Armor Class: 16

Hit Points: 104 (15d10+38)

Initiative: +8

Speed: 50 ft., Climb 50 ft.

Abilities:

	Score	Mod	Save
STR:	13	+1	+1
DEX:	21	+5	+8
CON:	16	+3	+6
INT:	11	+0	+0
WIS:	11	+0	+3
CHA:	12	+1	+4

Skills: Persuasion +4, Deception +4

Senses: Blindsight 30 ft., Darkvision 120 ft., Passive Perception 13

Damage Resistances: Acid, Fire*, Cold**

Languages: Common, Draconic

*Hot Coffee Dragon only

**Iced Coffee Dragon only

Traits:

Amorphous. This creature can move through any space as narrow as 1 inch wide.

Highly Situational False Appearance. While this creature remains motionless in a comically large cup or mug, it is indistinguishable from coffee.

Delicious Aroma. Creature gives off the distinct, enticing aroma of a perfect cup of coffee.

Actions

Multiattack. The creature makes 3 attacks.

Bite. Melee Weapon Attack: +6 to hit, 10 ft. reach, one target. Hit: 12 (2d10+1) bludgeoning damage plus 5 (2d4) acid damage.

Claws. Melee Weapon Attack: +6 to hit, 10 ft. reach, one target. Hit: 8 (2d6+1) bludgeoning damage plus 5 (2d4) acid damage.

Steam Breath (Recharge 5-6).* The Hot Coffee Dragon exhales a jet of steam in a 30-foot cone. Each creature in that area must make a DC 13 Dexterity Saving throw, taking 39 (11d6) fire damage on a failed save, or half as much on a successful one. Being underwater doesn't grant resistance against this damage. *Hot Coffee Dragon only

Frosty Breath (Recharge 5-6).** The Iced Coffee Dragon exhales a blast of cold air in a 30-foot cone. Each creature in that area must make a DC 13 Constitution Saving throw, taking 36 (8d8) cold damage on a failed save, or half as much on a successful one. A creature knocked unconscious or killed by this spell becomes a frozen statue until it thaws. **Iced Coffee Dragon only
CR 6: (XP 2,300; PB +3)

Description: Coffee Dragons range in color from midnight black to a milky cream color, but always with a warm brown hue. They can take the form of a hot coffee dragon, or an iced Coffee Dragon, with the only mechanical difference between these types being their breath weapon attack. Coffee Dragons are obsessed with curating and roasting specialty coffee beans, with the intent of grinding and brewing the perfect cup of coffee. Coffee Dragons are fiercely protective of their coffee bean harvests and the secrets of their art, but are happy to share a cup of coffee with guests who do not threaten them.

As suggested by the adventure scenario, Coffee Dragons are in fact elementals, composed of coffee. They disguise themselves by taking the shape and appearance of dragons. This trait may have evolved over many millennia as a defense mechanism to dissuade predators. Coffee dragons lack true wings and have no fly speed. This can serve as a red herring, if players hear rumors of winged creatures. Observant players may notice if the Coffee Dragons seem to possess wings, but do not actually fly. This hints at how the Coffee Dragons have taken on a false shape to discourage predators. Note that we chose to have the dragon function like an Ooze in combat, but for the purposes of narrative flavor, it could instead be portrayed as an elemental creature, a fairy, or a true dragon.

Imperial Officer

Medium Humanoid, Lawful Evil
Armor Class: 17 (half-plate)
Initiative: +4 (14)
Hit Points: 52 (8d8 + 16)
Speed: 30 ft.
Abilities:

	Score	Mod	Save
STR:	14	+2	+5
DEX:	14	+2	+5
CON:	14	+2	+5
INT:	12	+1	+1
WIS:	13	+1	+1
CHA:	14	+2	+5

Skills: Athletics +5, Intimidation +5
Gear: Two Pistols, Rifle, Longsword, Half-plate Armor
Senses: Passive Perception 14
Languages: Common plus one other language (Presumably the native language of the Sunderlands)
CR 3: (XP 700; PB +3)

Actions:

Multiattack: The Imperial Officer can make two attacks using either its Longsword, its Pistols, or a combination of each. The rifle cannot be used as part of any multiattack.

Longsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 2) slashing damage, or 9 (1d10+4) slashing damage if used with two hands.
Pistol. Ranged Weapon Attack: +6 to hit, range 30/90 ft., one target. Hit: 8 (1d10+2) piercing damage.
Rifle. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 13 (2d10+2) piercing damage.

Bonus actions

Expert Sniper Shot: (3/Day). Immediately after making an attack roll or a damage roll with a ranged weapon, the Imperial Officer can roll a d10 and add the number rolled to the total.

Imperial Sharpshooters
Medium Humanoid, Lawful Evil
Armor Class: 12 (leather armor)
Initiative: +2 (12)
Hit Points: 11 (2d8 +2)
Speed: 30 ft.
Abilities:

	Score	Mod	Save
STR:	12	+1	+3
DEX:	12	+1	+3
CON:	12	+1	+1
INT:	10	+0	+0
WIS:	12	+1	+3
CHA:	10	+0	+0

Gear: One Pistol, Rifle, Shortsword, Leather Armor
Senses: Passive Perception 11
Languages: Common plus one other language (Presumably the native language of the Sunderlands)
CR 1/2: (XP 100; PB +2)

Actions:
Shortsword. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 1) piercing damage.
Pistol. Ranged Weapon Attack: +6 to hit, range 30/90 ft., one target. Hit: 8 (1d10+2) piercing damage.
Rifle. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 13 (2d10+2) piercing damage.

Bonus Action:
Sniper Shot: (1/Day). Immediately after making either an attack roll or a damage roll with a ranged weapon, the Imperial Officer can roll a d4 and add the number rolled to the total.

Description: Riflemen loyal to the Empire of Sunderland, acting under the personal command of Colonel Auguste-Renoir du Villaine. All Imperial Sharpshooters are proficient in the use of firearms, and trained to reload and fire with deadly precision and efficiency.

Pirate Bosun

[This homebrewed stat block represents an intermediate challenge between a **Pirate**[3] and a **Pirate Captain**[4]. See the standard stat blocks for Pirate and Pirate Captain in the *Monster Manual*, or where made freely available online.]

Medium or Small Humanoid, any alignment
Armor Class: 15
Initiative: +6 (16)
Hit Points: 52 (8d8 + 16)
Speed: 30 ft.
Abilities:

	Score	Mod	Save
STR:	10	+0	+3
DEX:	17	+3	+6
CON:	14	+2	+2
INT:	10	+0	+0
WIS:	13	+1	+1
CHA:	16	+3	+6

Skills: Acrobatics +6, Perception +4
Gear: Pistol, Rapier, Studded Leather Armor
Senses: Passive Perception 15
Languages: Common plus one other language
CR 3: (XP 700; PB +3)

Actions

Multiattack. The pirate bosun makes three attacks, using any combination of their weapons. Pistol attacks must account for reloading, meaning only one pistol attack can be made as part of a multiattack.

Rapier. Melee Attack Roll: +6, reach 5 ft. Hit: 12 (2d8 + 3) Piercing damage, and the pirate has Advantage on the next attack roll it makes before the end of this turn.

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[3] Monster Manual, pg, 241. 2024. <https://www.dndbeyond.com/monsters/4904830-pirate>.
[4] Monster Manual, pg, 242. 2024. <https://www.dndbeyond.com/monsters/4904838-pirate-captain>.

+1 Hand Axe. Melee Attack. Roll: +7, reach 5 ft. Hit: 7 (1d6 + 3) Slashing damage. If thrown, range is 20/60.

Pistol. Ranged Attack Roll: +6, range 30/90 ft. Hit: 14 (2d10 + 3) Piercing damage. Requires reloading.

Bonus Actions

Captain's Charm. Wisdom Saving Throw: DC 14, one creature the pirate can see within 30 feet. Failure: The target has the Charmed condition until the start of the pirate's next turn.

Reload. Must reload pistol before using it for the next ranged melee attack.

Reactions

Riposte. Trigger: The pirate is hit by a melee attack roll while holding a weapon. Response: The pirate adds 3 to its AC against that attack, possibly causing it to miss. On a miss, the pirate makes one Rapier attack against the triggering creature if within range.

Sailor[5]

Medium humanoid (any race), any alignment
Armor Class: 13 (leather armor)
Hit Points: 11 (2d8 + 2)
Speed: 30 ft.

Abilities:

	Score	Mod	Save
STR:	12	+1	+1
DEX:	12	+1	+1
CON:	12	+1	+1
INT:	10	+0	+0
WIS:	10	+0	+0
CHA:	10	+0	+0

Skills: Acrobatics +3, Athletics +3
Senses: passive Perception 10
Languages: any one language (usually Common)
Challenge: 1/8 (25 XP)

Special Traits:
Sea Legs. While aboard a ship, the sailor has advantage on dexterity saving throws, and advantage on any saving throw to resist being knocked prone.

Actions
Belaying Pin. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.
Rigging Knife. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

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[5] Our stat block for a sailor took inspiration from 2 separate sources. For inspiration, see the following books: First, *The Seas of Vodari* ©2020, Tribality (Innovaworks Inc.) and Shawn Ellsworth. Second, *Pirate Campaign Compendium* ©2018, Legendary Games; Lead Designer Jason Nelson. Authors: Alex Augunas, Jeff Gomez, Matt Goodall, Jim Groves, Tim Hitchcock, Victoria Jaczko, Jonathan H. Keith, Lyz Liddell, Thomas J. Phillips, Alistair J. Rigg, Alex Riggs, Loren Sieg, Neil Spicer, Todd Stewart, Rachel Ventura, Michael D. Welham, Linda Zayas-Palmer.

Description:

Sailors are professionals trained in the art of crewing sailing vessels. They may work as either private citizens for merchants, or as military personnel for the Navy. In either case, they are expected to show deference to the orders of the ranking ship's captain while at sea. The Royal Navy of Norojar commonly employs a force of private citizens as "merchant marines" during times of peace, while the Imperial Armada of the Sunderlands prefers to maintain tight military control of all their trade vessels.

Items and Equipment

Airship (Large)

[Note: This is an adjusted version of the standard Airship[6] stat block.]

Adventuring Gear

Armor Class: 13

HP 400

Maximum Sailing Speed: 75 ft (flying)

Damage Threshold —

Crew 60

A ship of the line in service to Her Royal Majesty, Queen Catherine II of Norojar. A mid-sized ship with two-masts, reminiscent of the "tea clippers" from the age of sail. While *The H.M.S. Kaldi* is the full, legal name of the ship, common crew members may refer to her more informally as simply "The Kaldi."

Airship (Small)

Adventuring Gear

Armor Class: 16

HP 200

Maximum Sailing Speed: 40 ft (flying)

Damage Threshold —

Crew 10

The pirate cutters are small, single-mast ships, about the size of a real-life sloop. They are highly maneuverable, and designed for ambush strikes.

[Note: Our adjusted stat blocks for airships are more suitable for use in a flexible "theater-of-the-mind style" game. Crew sizes are approximations. If you wish to build a more realistic, detailed naval encounter, we highly recommend *Common Sense Ships and Airships* by Dan Allen for useful mechanics and rules specific to naval combat. In general, an airship requires a full crew, functional sails, a strong wind, and a capable navigator to safely sail at maximum speed. If using theater of mind, adjust the speed of the ship in a way that feels rational based on the results of the battle.]

[6] *Player's Handbook*. *D&D Beyond*. <https://www.dndbeyond.com/equipment/471-airship>.

Cannon[7]
Large object
Armor Class: 19
Hit Points: 75
Damage Immunities: poison, psychic
Cannon Ball. Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage.

Description: A cannon uses gunpowder to propel heavy balls of cast iron through the air at destructive speeds. In a campaign without gunpowder, a cannon might be an arcane device built by clever gnomes or wizardly engineers. A cannon is usually supported in a wooden frame with wheels. Before it can be fired, the cannon must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it.

Coffee Brewing Kits
Cost: 5 gp
Weight: 3 lbs.

A small tin case with a handle, containing a grinder, a press, a carafe, measuring spoons, a tin cup, and a mesh filter. Allows the user to grind coffee beans and brew either hot or cold coffee. One can be found in the open in Lord Admiral Wilson's private quarters. He keeps another set on his person.

Dead Man's Earring
Magical Item
Wight: 1 oz.
Requires Attunement
Cost: 25 gp
An earring which can be worn as a piercing or on a chain necklace, meant to identify dead sailors and provide them with luck. While equipped, anyone aboard an airship feels their balance steadied, is not affected by sea sickness, and is provided a buffer against falling damage. Grants advantage to any saving throws made against damage sustained from falling, and resistance against all bludgeoning damage

[7] *D&D 5th Edition Community Wiki*. Creative Commons Attribution-ShareAlike 3.0 License. <https://dnd5e.wikidot.com/siege-equipment:cannon>.

Song of the Seven Seas™ Coffee Beans[8]

Cost: 1 gp

Weight: 1 lb.

Coffee beans native to the Lost Isles of Ahroma, curated by the local inhabitants. Once harvested, these beans must be roasted lovingly by hand, in small batches, and brewed carefully to create an invigorating, aromatic drink. Can be brewed hot or cold. Sailors are fond of adding a dash of vanilla and spiced rum for added flavor. Players can attempt to craft this item using specialty-grade coffee beans. Requires a DC16 roll to craft this item without the use of a coffee brewing kit.

You can infuse these ground beans into a tankard of water over the course of 10 minutes assuming you have sufficient heat (such as a small campfire or wood stove) and water. Drinking this infusion allows you to shrug off the effects of exhaustion for a period of time. For one hour, decrease your total exhaustion level by one. You can only benefit from one cup of coffee until you complete a long rest. You can also travel at a forced march for one extra hour per day if you've had a cup of coffee.

During a short rest, you may brew a pot of this coffee to help revitalize yourself and any friendly creatures who choose to partake with you. Any creatures who drink a soothing cup of this coffee may regain hit points by spending Hit Dice at the end of the short rest. Each of those creatures regains an extra 1d4 hit points. (This is a homebrewed ability, taking inspiration from the Bardic class feature **Song of Rest**.[9])

Maps

Lord Admiral Wilson kept his maps secured in an iron safe in his private quarters. The safe should easily survive a crash landing. At your option, players may either discover an intact map of the islands, or only a damaged map. Giving the players a damaged map, will provide them with clues to navigate the island, while leaving them with the opportunity to chart their own map. Both versions are included in the "Maps" section as illustrations.

Both versions of the map contain a hidden clue, which requires a DC 15 (Intelligence) check to translate, or else a character who can speak the native language of Sunderland:
"Stand on the handle of the cup, and look to the west. Beware Robusta and Arabica, for they thirst without rest."

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[8] This item was adapted from the homebrewed item "Coffee (5E Equipment)." *D&D Wiki*. August 16, 2025. <https://www.dandwiki.com/wiki/Coffee_(5e_Equipment)>.

[9] "Song of Rest." *Roll 20*. <https://roll20.net/compendium/dnd5e/Song%20of%20Rest#content>.

Navigator's Tools
This set of instruments is used for navigation at sea. Proficiency with navigator's tools lets you chart a ship's course and follow navigation charts. In addition, these tools allow you to add your proficiency bonus to any ability check you make to avoid getting lost at sea.

Pistol
High ranking Imperial officers and pirates may carry pistols as a mark of rank. These are recent technological developments, outside of the price range of common sailors.

Type: Firearms Ranged Weapon
Cost: 250 GP
Weight: 3 lbs
Damage: 1d10 Piercing
Properties: Ammunition (Firearms), (Range 30/90), Loading, Vex.

Proficiency with a Pistol allows you to add your proficiency bonus to the attack roll for any attack you make with it.

This weapon has the following mastery property. To use this property, you must have a feature that lets you use it:
Vex. If you hit a creature with this weapon and deal damage to the creature, you have Advantage on your next attack roll against that creature before the end of your next turn.

Rifles, Hunting
The latest weapons of war, which are only carried by sharpshooters, who are rigorously trained in their proper use. The standard stat block describes these as hunting rifles, but for flavor, you may instead imagine these as flintlock rifles, of the sort used in the American Revolutionary War and the Napoleonic Wars. Alternatively, you may use bolt action rifles. Though these did not see use during the Napoleonic Wars, they may communicate a sense that this world is quickly developing in its technology, as a result of an arms race between the opposing factions of Norojar and Sunderland.

Type: Firearms Ranged Weapon
Cost: –
Damage: 2d10 Piercing
Weight: 8 lbs

Properties. Ammunition (Firearms), (Range 80/240), Reload, Two-Handed, Slow

This weapon has the following mastery property. To use this property, you must have a feature that lets you use it:
Slow. If you hit a creature with this weapon and deal damage to it, you can reduce its Speed by 10 feet until the start of your next turn. If the creature is hit more than once by weapons that have this property, the Speed reduction doesn't exceed 10 feet.

Maps

There are three key maps:

1. The **True Map**, which reveals the full picture of the Lost Islands of Ahroma
2. The **Damaged Map**, an in-universe item which suggests the rough shape of the island, and contains clues to finding the entrance to the secret lair. (We included a version with and without a parchment texture to create a "treasure map" feel.)
3. **The Lair of the Coffee Dragons**, which represents the final dungeon

The island maps are drawn at a scale where 1 inch approximately equals 600 feet. The third map should be used when players enter Act III. On this map, a single hexagon represents 5 feet, meaning it can easily be used as a table map for combat, though you might prefer to print a scaled up version of the full sized map for tabletop use.

We suggest that the GM keep the true maps known only to themselves, while allowing the players to find the damaged map, in order to preserve the challenge of exploring the island themselves. Some players may enjoy charting their own maps as part of exploration.

You can find print files for all of these maps on the cloud based storage for this adventure scenario, via Dropbox. The URL for this cloud folder is:
https://www.dropbox.com/scl/fo/mce55dg4hbly2uxati8v8/AJeJLcCJjBSI1O3Pp0f__oM?rlkey=4o63n3pd9ichno6m6eu9r4j9n&st=1ru7maip&dl=0

The following QR code will provide you with access to all downloads for *Song of the Seven Seas™: Peril on the Kaldi.*

The Lost Isles of Ahroma - True Map

44x44 100-foot hexes
7x7 600-foot hexes

Key:
= Open Sea
= Shallow Water
= Sandy Beach
= Elevated Plateau
= Coffee Harvest
= Rocky Terrain
= Hidden Cave Entrance
= Abandoned Settlement

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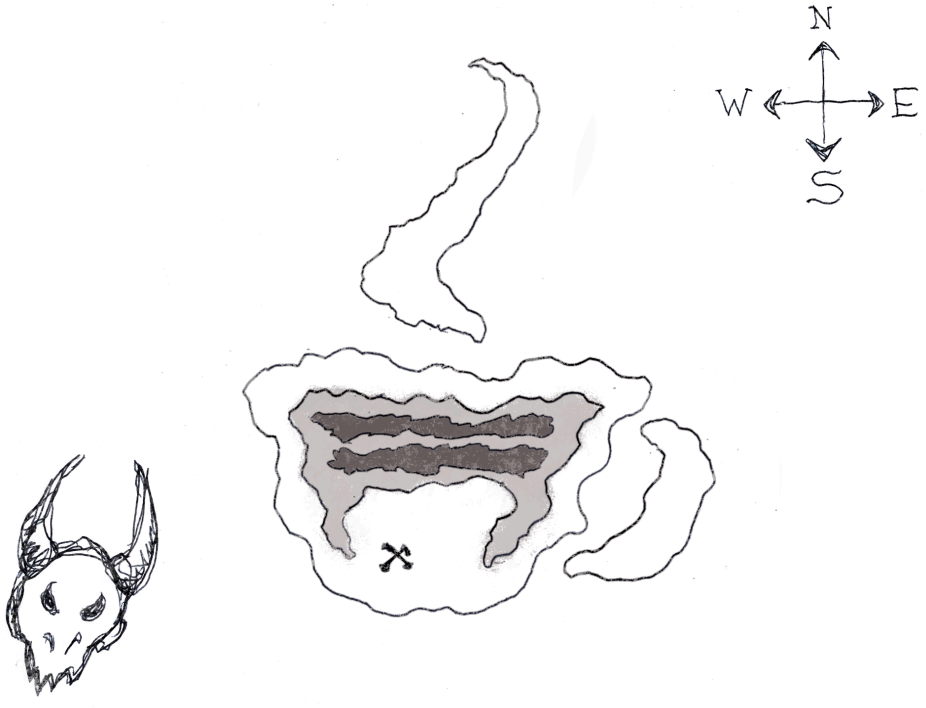
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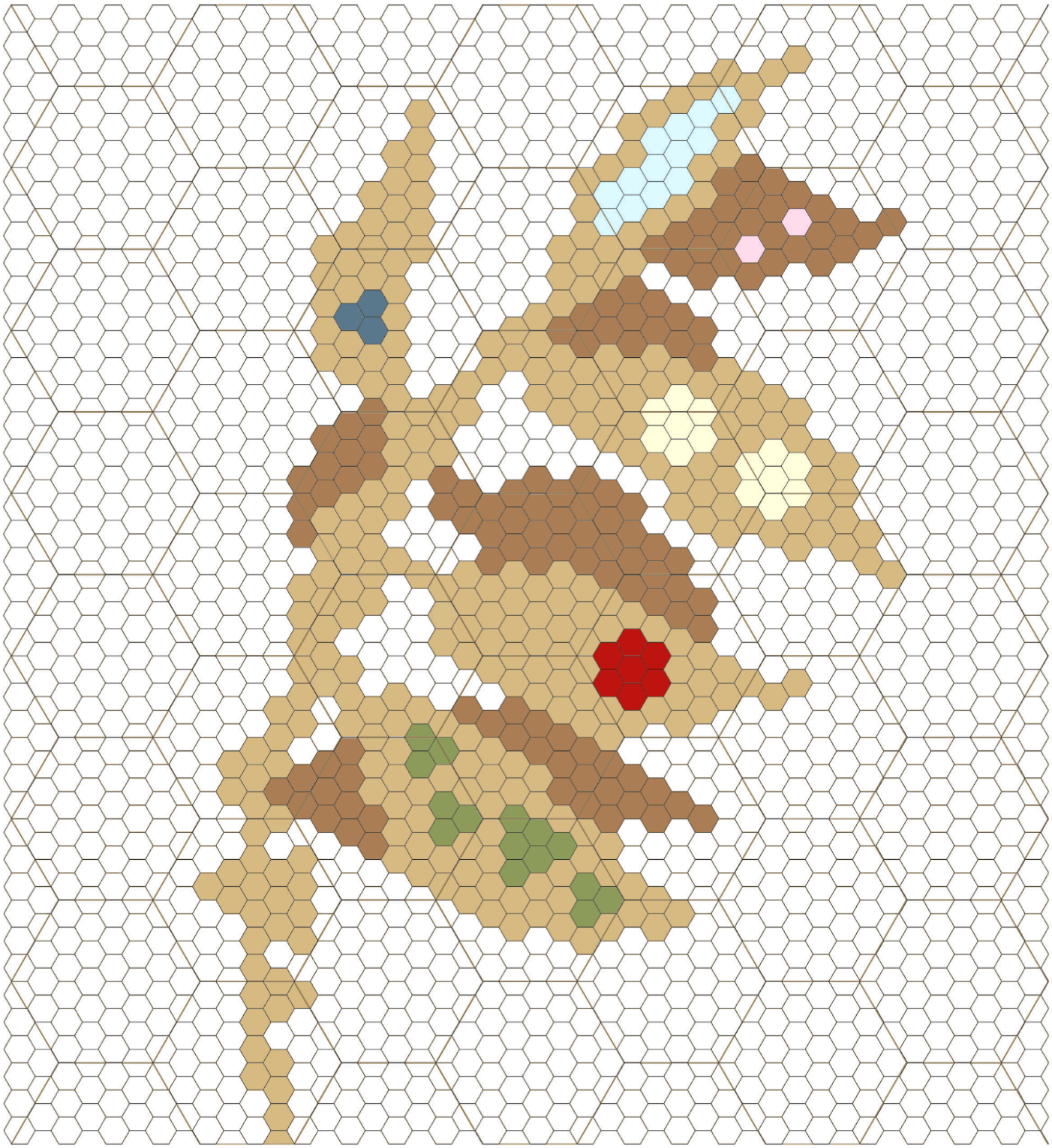
The Lair of the Coffee Dragons

44x44 5-foot hexes
7x7 30-foot hexes



Key:
= Smooth Floor
= 10 Foot Pit
=Coffee Beans
= Roasting Pit
= Grinder
= Dining Room Tables
= Adult Coffee Dragon Bed
= Hatchling Nest